

IN THE CLAIMS

This listing of every claim in the application will replace all prior versions, and listings of claims in the application:

Claim 1. (Original) A method of playing an interactive exchange qualification card game in which any reasonable numbers of players may participate, comprising the following steps:

A. in the first mode of play;

(a) providing a deck of playing cards including predetermined number of like symbol cards and a predetermined number of cards that are different from the like symbol cards;

(b) providing a set of instructions for playing an interactive exchange qualification game, wherein the instructions and rules related thereto, specify:

B. in the second mode of play:

(a) again each player begins with a predetermined number of different cards and collects the same number of like symbol cards from the other players by means of an exchange of cards;

(b) the game controller is required to specify which particular card each player may collect when the playing cards are initially distributed, otherwise multiple players may decide to collect the same, thereby competing cards;

(c) the use of secretly coded cards and the manner of winning are the same as in the first mode.

Claim 2. (Original) A method for playing an interactive exchange qualification card game according to Claim 1, wherein the like symbol card is a World Landmark theme.

Claim 3. (Canceled)

Claim 4. (Canceled)

Claim 5. (Canceled)

Claim 6. (Canceled)

Claim 7. (Canceled)

Claim 8. (Currently Amended) A kit for playing an interactive exchange qualification card game in which any reasonable number of players may participate, comprising:

A. in the first mode of play:

(a) a deck of playing cards including a predetermined number of like symbol cards and a predetermined number of cards that are different ~~from~~ from the like symbol cards;

(b) a set of instructions for playing an interactive exchange qualification game, wherein the instructions and rules related thereto, specify:

(1) each player ~~being dealt~~ receiving a predetermined number of like symbol cards ~~face-up~~;

(2) playing a number of turns until each player has collected the same number of different symbol cards from the other players by means of an exchange of cards;

(3) all players with the appropriate collections at the end of the game qualify for a reward as determined by a game controller;

(4) if the number of rewards be limited, and all players do not get a reward, secretly coded cards are then selected, and players with the secret cards and the appropriate collection qualify for a reward as determined by a game controller;

(5) if a player has an incomplete collection at the end of the exchange phase of the game, the game controller determines the qualification of the player to receive a reward and the type of reward the player is to receive;

(6) playing a number of turns until each player has collected the same number of different cards from the other players by means of an exchange of cards;

(7) all players with the appropriate collections at the end of the game qualify for a reward as determined by a game controller;

(8) if the number of rewards, and all players do not get a reward, secretly coded cards are then selected, and players with the secret cards and the appropriate collection qualifying for a reward as determined by a game controller;

(9) if a player has an incomplete collection at the end of the exchange phase of the game, the game controller determines the qualification of the player to receive a reward and the type of reward the player is to receive;

B. in the second mode of play:

(a) again each player begins with a predetermined number of different cards and collects the same number of like symbol cards from the other players by means of an exchange of cards;

(b) the game controller is required to specify which particular card each player may collect when the playing cards are initially distributed, otherwise multiple players may decide to collect the same, thereby competing cards;

(c) the use of secretly coded cards and the manner of winning are the same as in the first mode.

Claim 9. (Currently amended) A kit for playing an interactive exchange qualification card game according to Claim 8, wherein the like symbol card ~~is~~ has a World Landmark theme.

Claim 10. (Canceled)

Claim 11. (Canceled)

Claim 12. (Canceled)

Claim 12. (Canceled)

Claim 13. (Canceled)

Claim 14. (Canceled)

Claim 15. (New) A kit for playing an interactive exchange qualification card game in which any reasonable number of players may participate, comprising:

A. in the first mode of play:

(a) a deck of playing cards including a predetermined number of like symbol cards and a predetermined number of cards that are different from the like symbol cards;

(b) a set of instructions for playing an interactive exchange qualification game, where the instructions and rules related thereto, specify:

(1) each player receiving a predetermined number of like symbol cards;

(2) playing a number of turns until each player has collected the same number of different symbol cards from the other players by means of an exchange of cards;

(3) all players with the appropriate collections at the end of the game qualify for a reward as determined by the game controller;

(4) if the number of rewards be limited, and all players do not get a reward, secretly coded cards are then selected, and players with the secret cards and the appropriate collection qualify for a reward as determined by a game controller;

(5) if a player has an incomplete collection at the end of the exchange phase of the game, and the game controller determines the qualification of the player to receive a reward and the type of reward the player is to receive;

B. In the second mode of play:

(a) each player begins with a predetermined number of different symbol cards and collects the same number of like symbol cards from the other players by means of an exchange of cards;

(b) the game controller is required to specify which particular card each player may collect when the playing cards are initially distributed, otherwise multiple players may decide to collect the same, thereby competing cards;

(c) the use of secretly coded cards and the manner of winning are the same as in the first mode.

Claim 16. (new) A kit for playing an interactive exchange qualification card game according to Claim 15, wherein the like symbol card is a World Landmark theme.

Amendments to the Drawings:

Reference numerals have been added to the "START OF GAME" in FIG.1. FIGs. 10A, 10B and 11 have been cancelled. FIG. 9 has been added.

Attached are 3 sheets of drawings (FIGs. 1, 8 and 9).